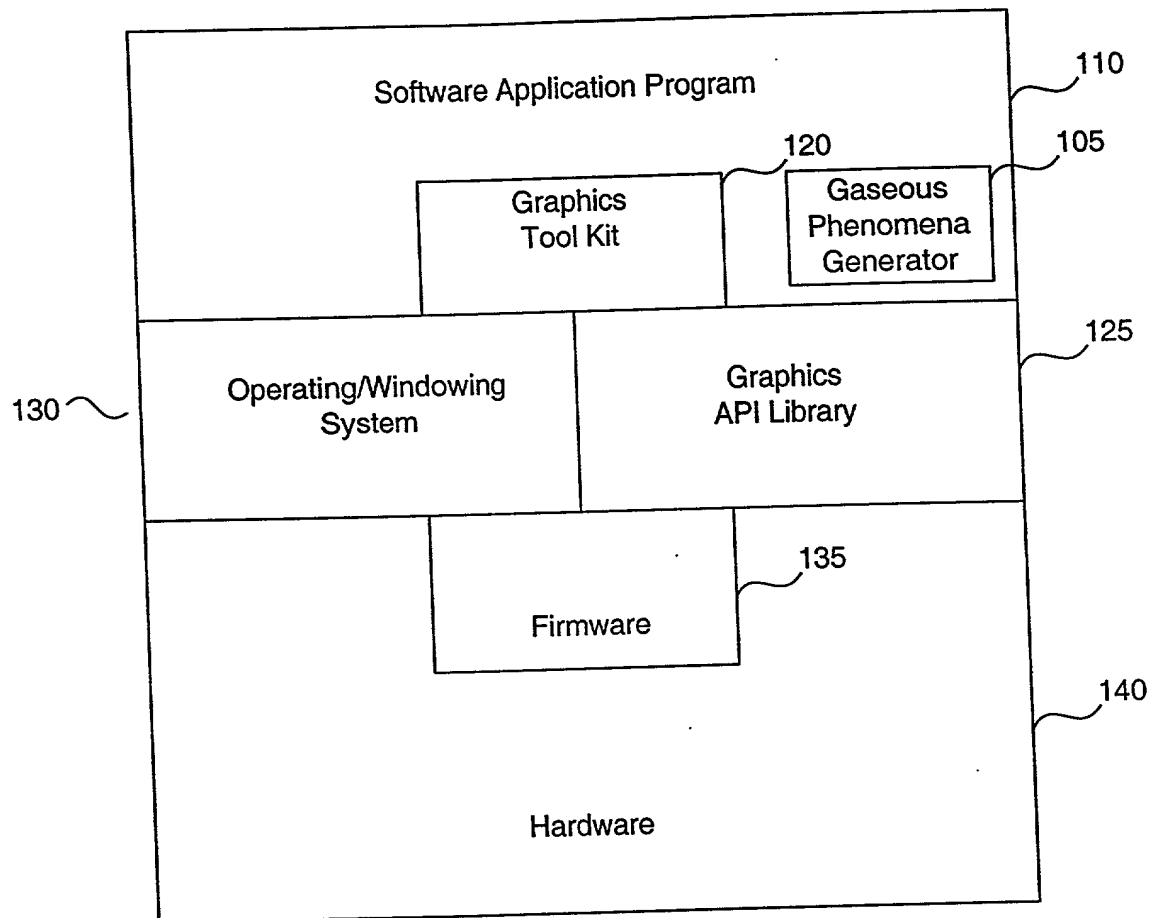


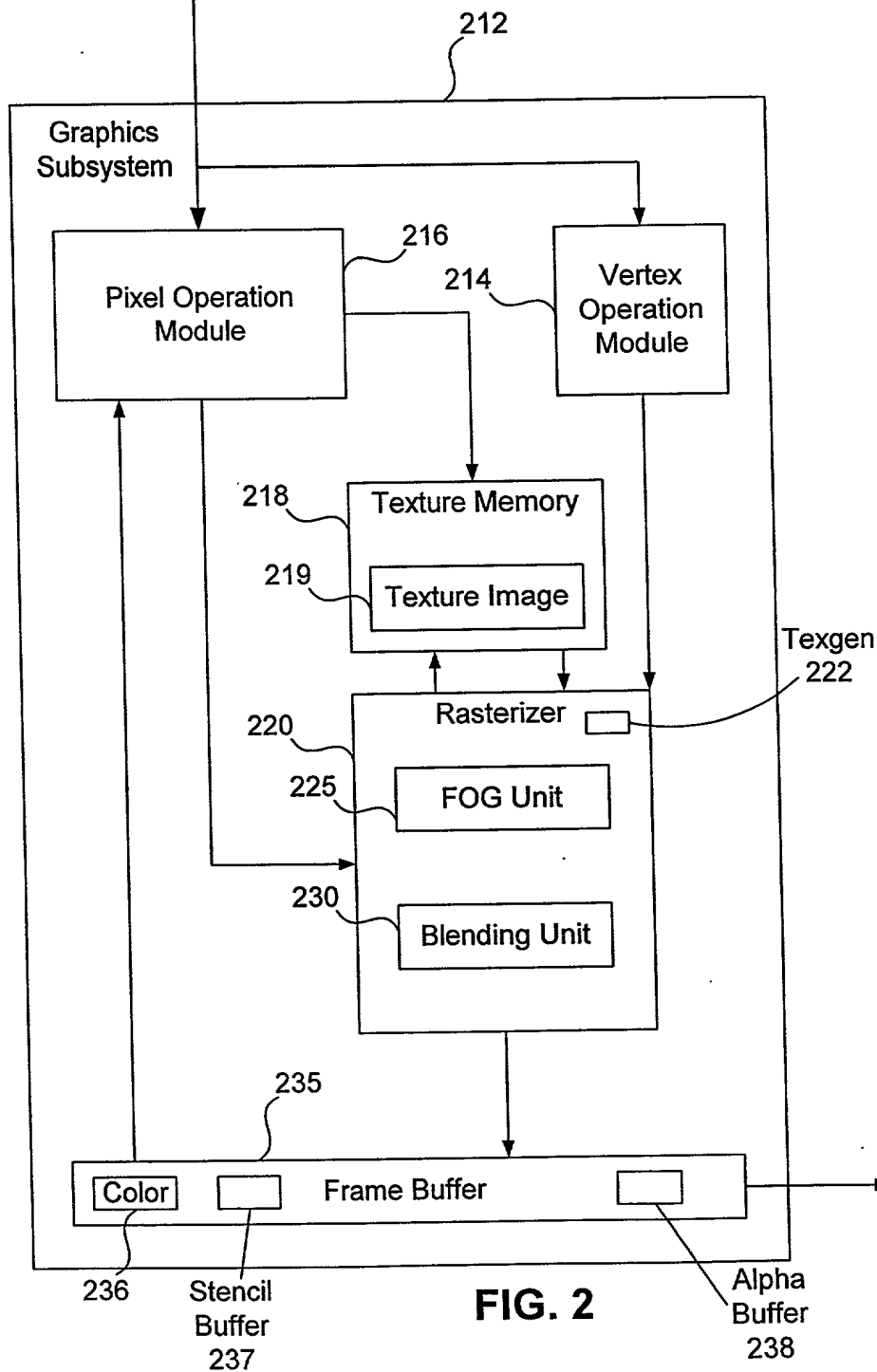
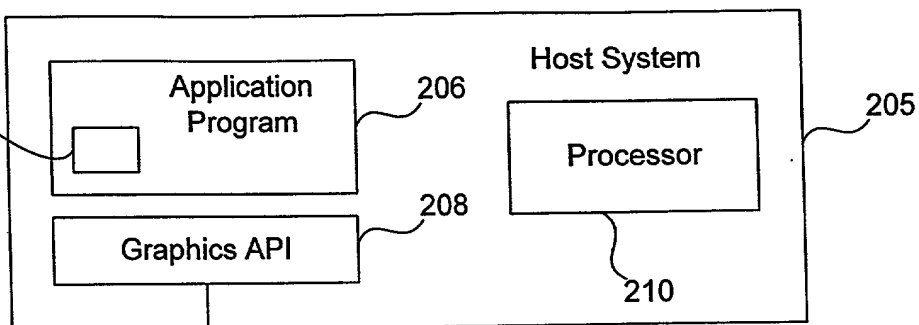
Architecture 100



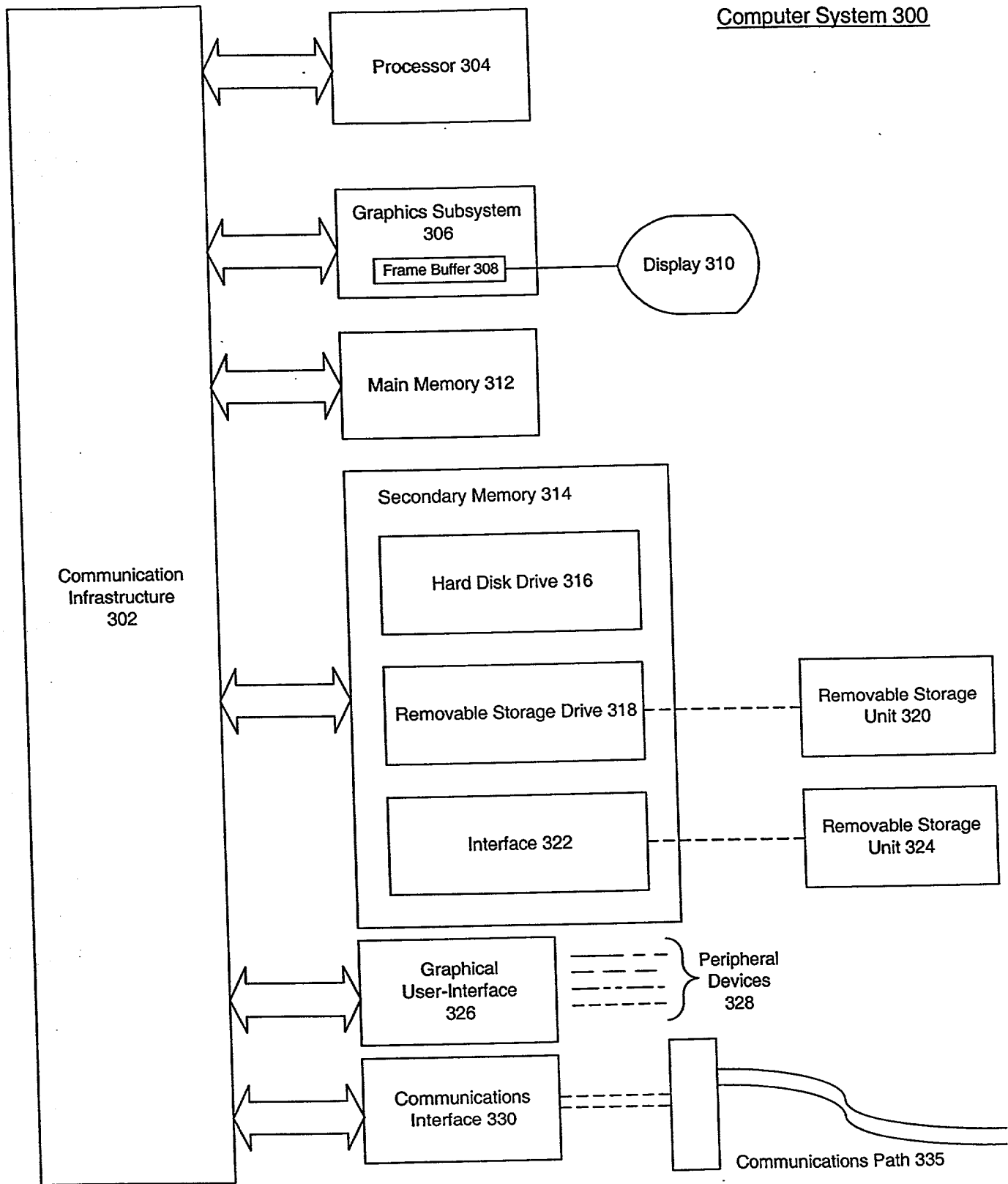
**FIG. 1**

Gaseous  
Phenomena  
Generator  
105

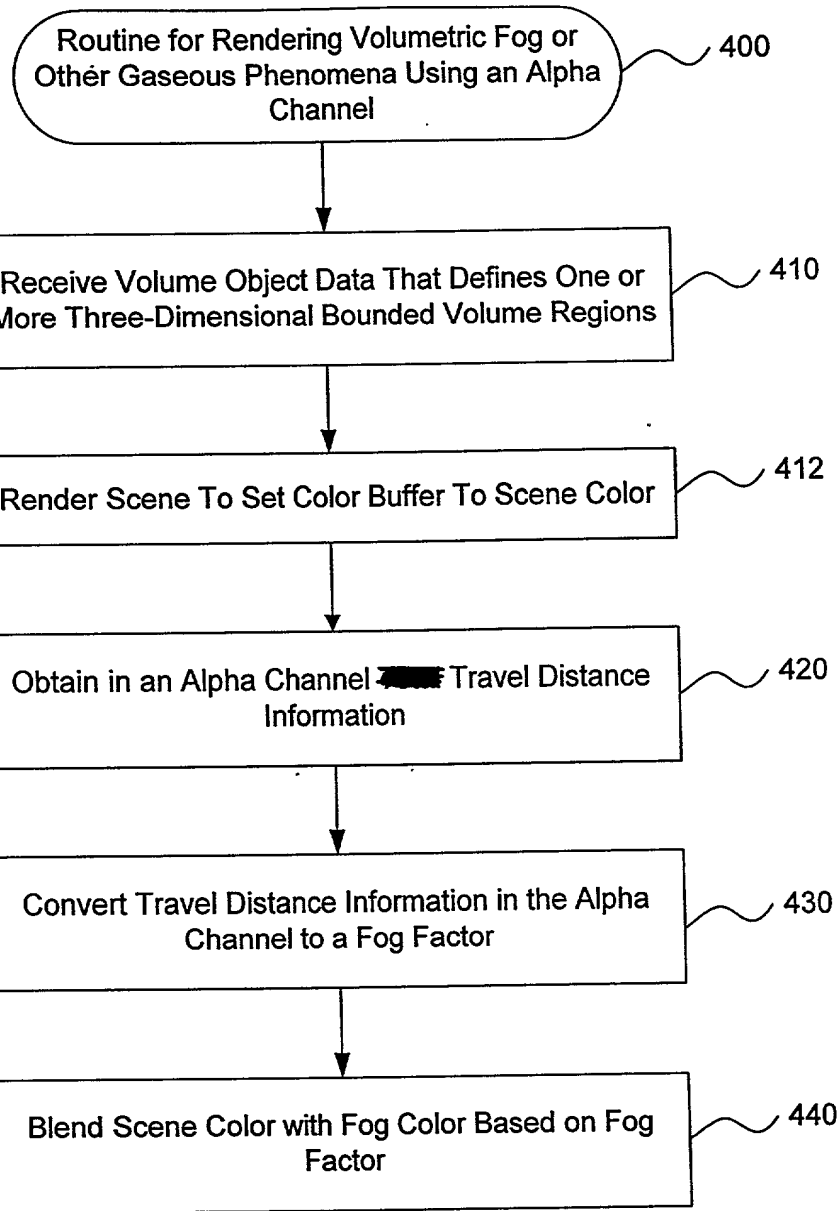
200



Computer System 300



**FIG. 3**



**FIG. 4**

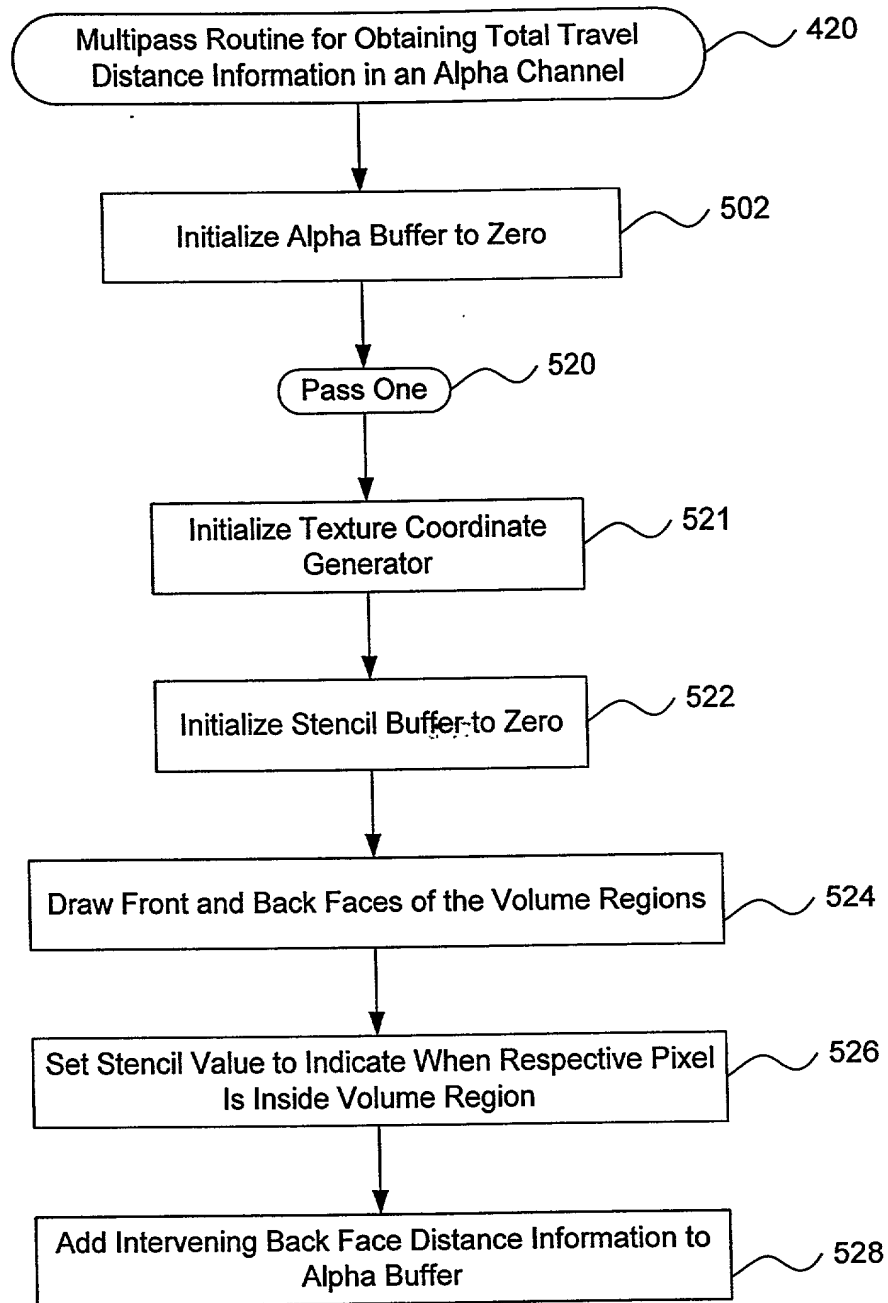
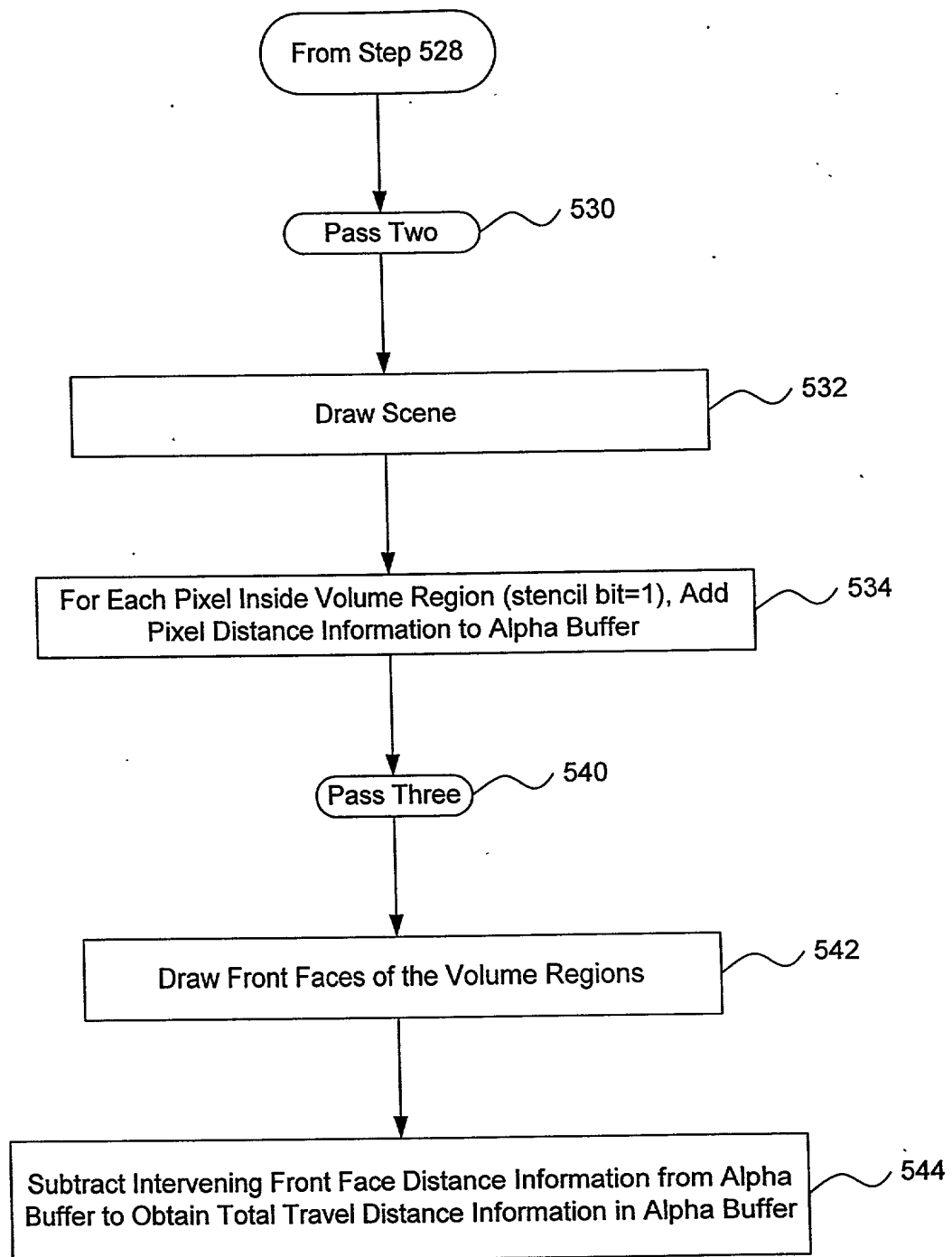


FIG. 5A



**FIG. 5B**

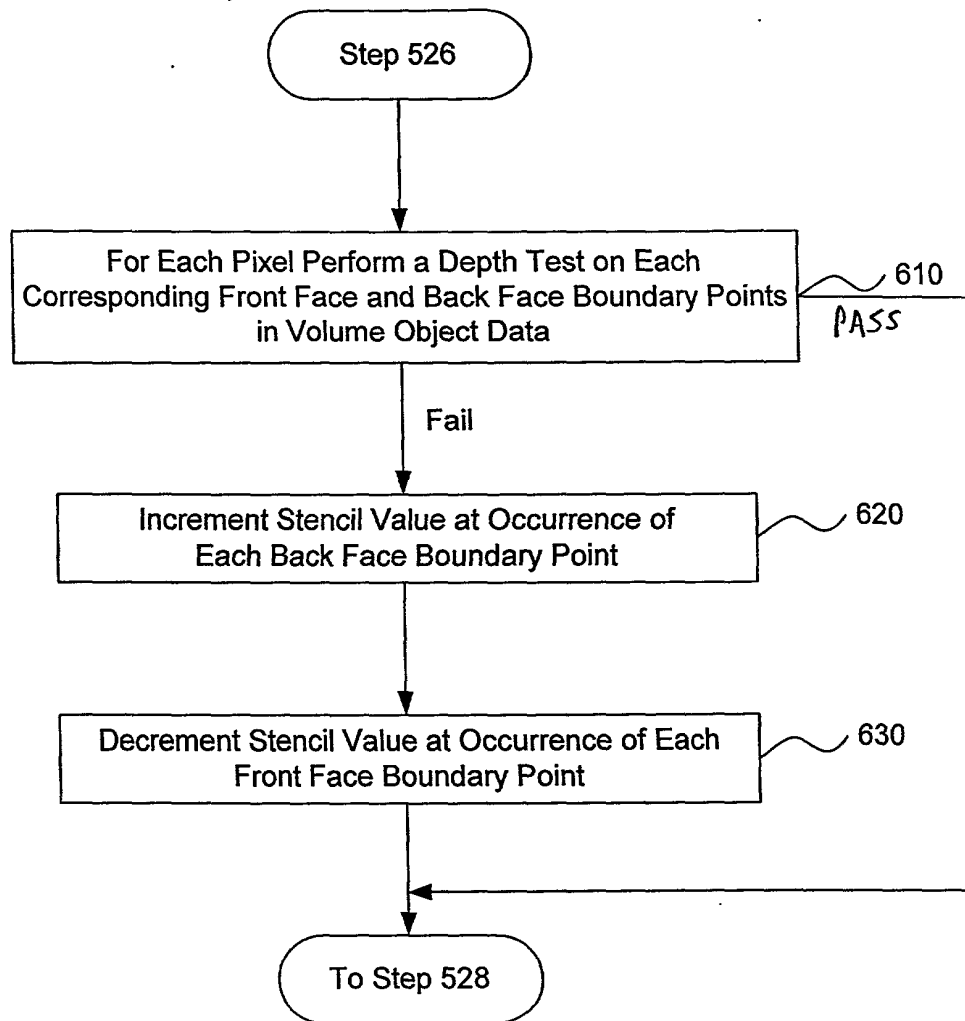


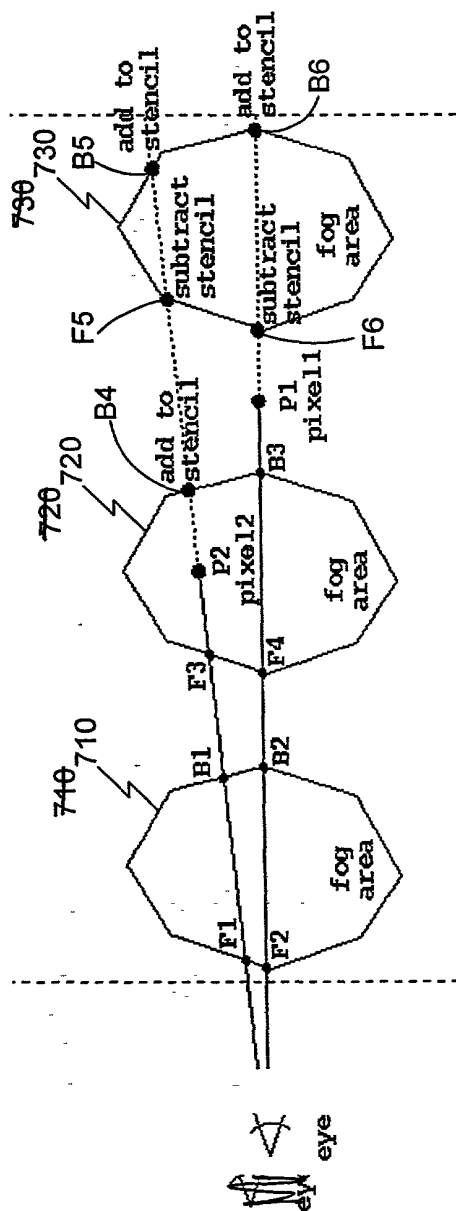
FIG. 6



p1 color: p1 scene color  
p2 color: p2 scene color

FIG. 7A





Z min distance plane

M max distance plane

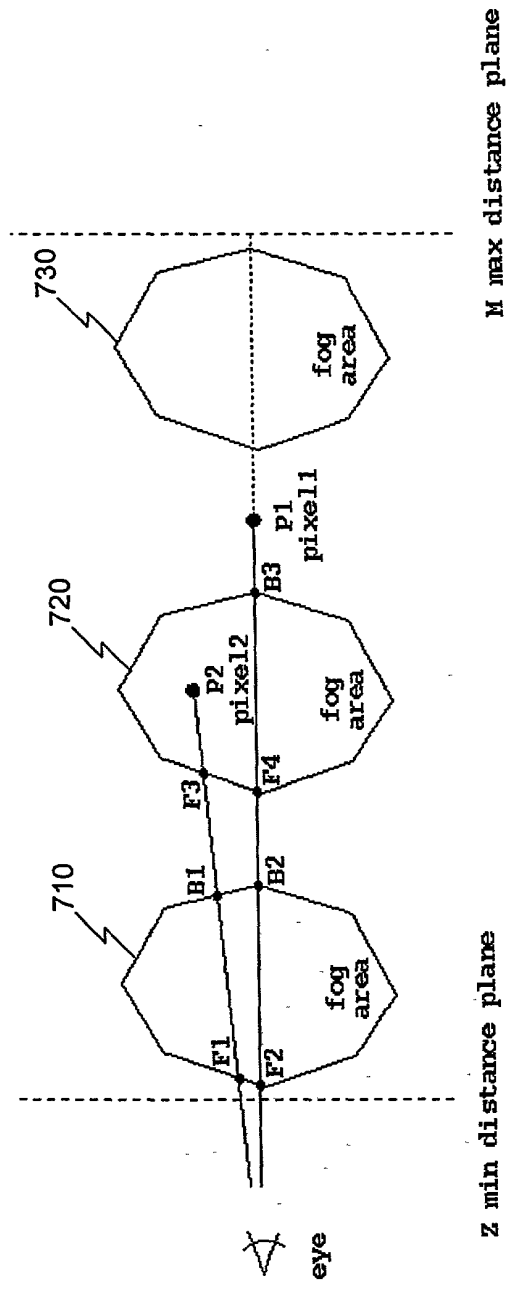
P1 alpha:  

$$\left( \frac{|B2, Z|}{|M, Z|} * \text{fogScale} \right) + \left( \frac{|B3, Z|}{|M, Z|} * \text{fogScale} \right) = \left( \frac{|B2, Z| + |B3, Z|}{|M, Z|} * \text{fogScale} \right)$$
  
 P1 stencil: 1-1 = 0

P2 alpha:  

$$\left( \frac{|B1, Z|}{|M, Z|} * \text{fogScale} \right) + \left( \frac{|B2, Z|}{|M, Z|} * \text{fogScale} \right) = \left( \frac{|B1, Z| + |B2, Z|}{|M, Z|} * \text{fogScale} \right)$$
  
 P2 stencil: 1+1-1 = 1

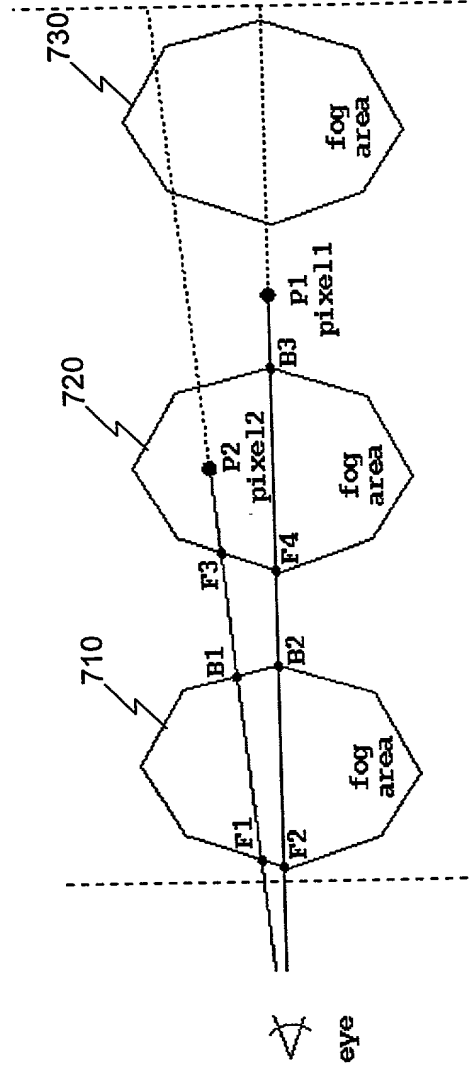
**FIG. 7B** FIG. 7B



P1 alpha: not changed, stencil 0  
 $= ((|B2, Z| + |B3, Z|) / |M, Z|) * fogScale$

P2 alpha: changed, due to stencil 1  
 $P2 \text{ alpha} = ((|P2, Z| / |M, Z|) * fogScale) + ((|B1, Z| + |P2, Z|) / |M, Z|) * fogScale$

FIG. 7C



z min distance plane

P1 alpha:

$$\begin{aligned}
 & \text{P1 alpha} \\
 & - (|F4, Z1| / |M, Z|) * \text{fogScale} \\
 & - (|F2, Z1| / |M, Z|) * \text{fogScale} \\
 & = ((|F2, B2| + |F4, B3|) / |M, Z|) * \text{fogScale}
 \end{aligned}$$

P2 alpha:

$$\begin{aligned}
 & \text{P2 alpha} \\
 & - (|F1, Z1| / |M, Z|) * \text{fogScale} \\
 & - (|F3, Z1| / |M, Z|) * \text{fogScale} \\
 & = ((|F1, B1| + |F3, P2|) / |M, Z|) * \text{fogScale}
 \end{aligned}$$

M max distance plane

FIG. 7D

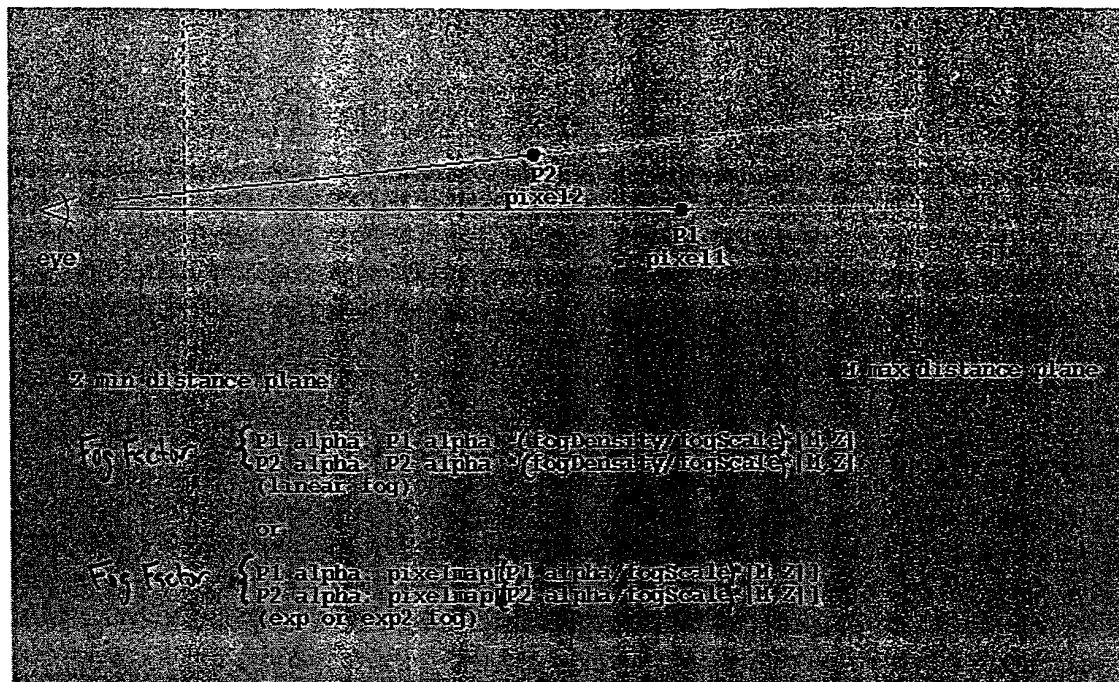


FIG. 7E

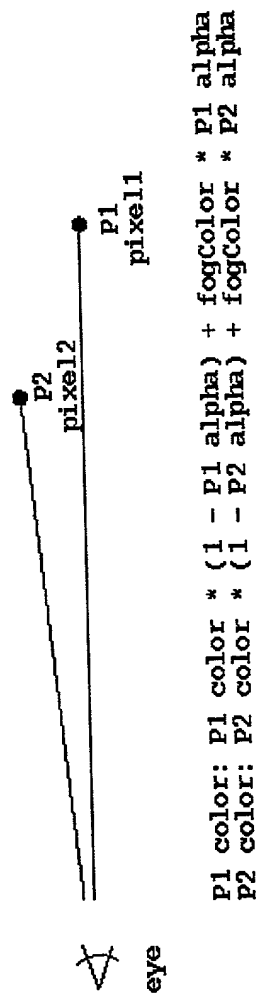


FIG. 7F